

Fig. 1

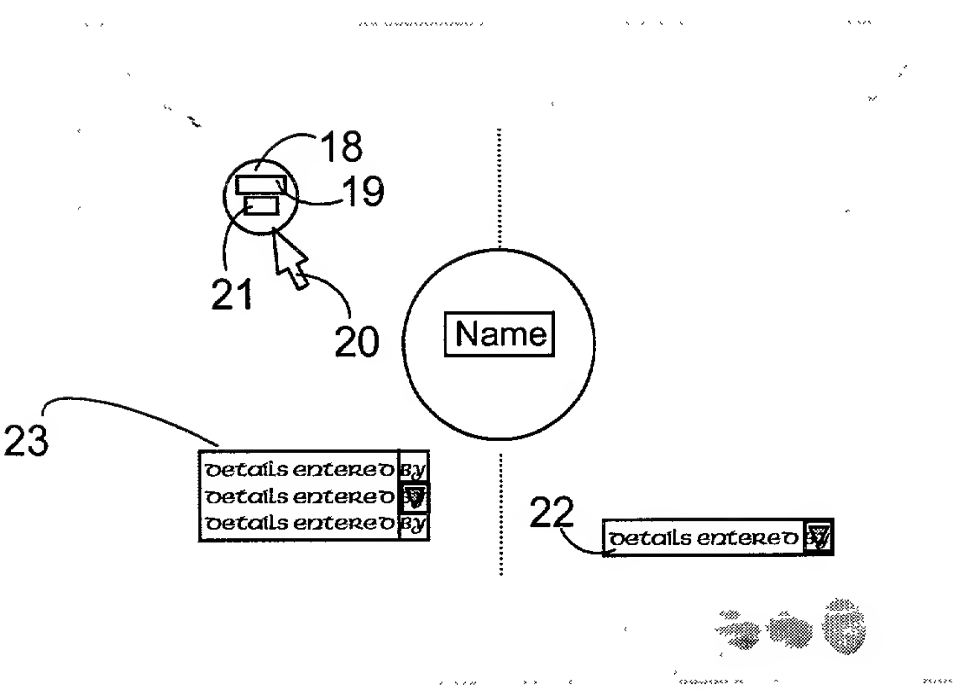


Fig. 2

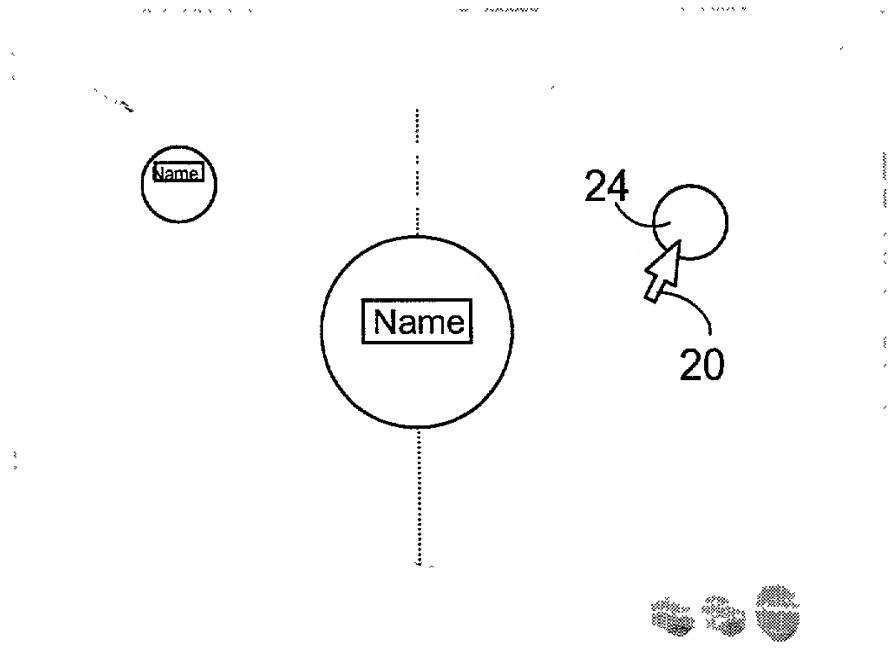


Fig. 3

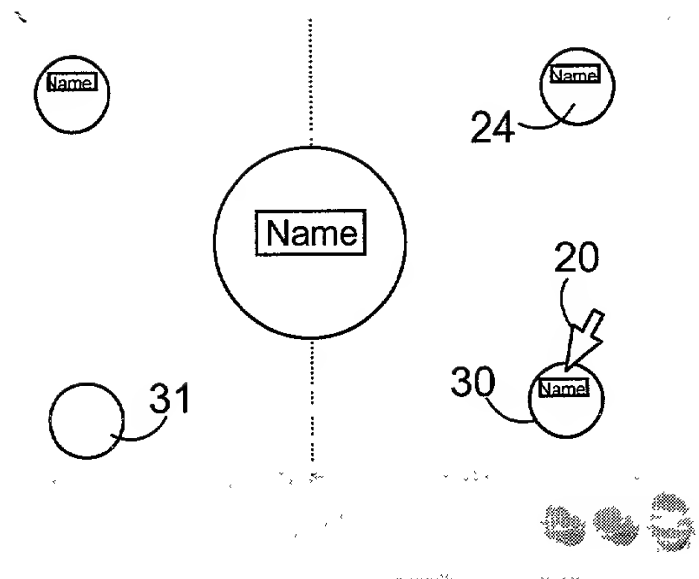


Fig. 4

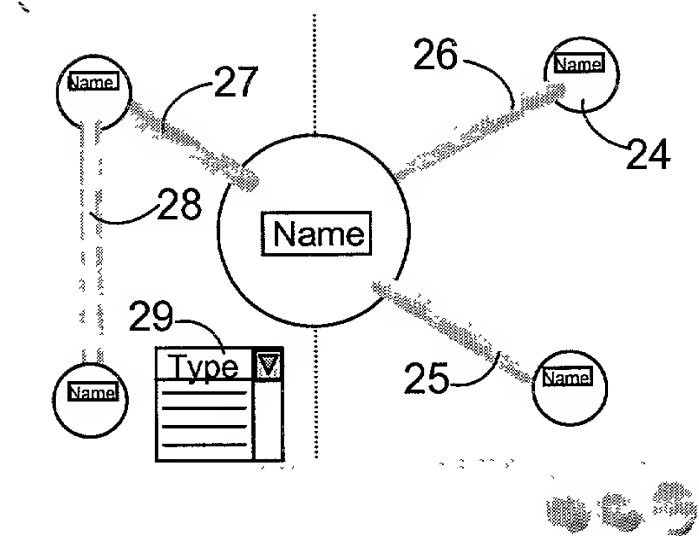


Fig. 5

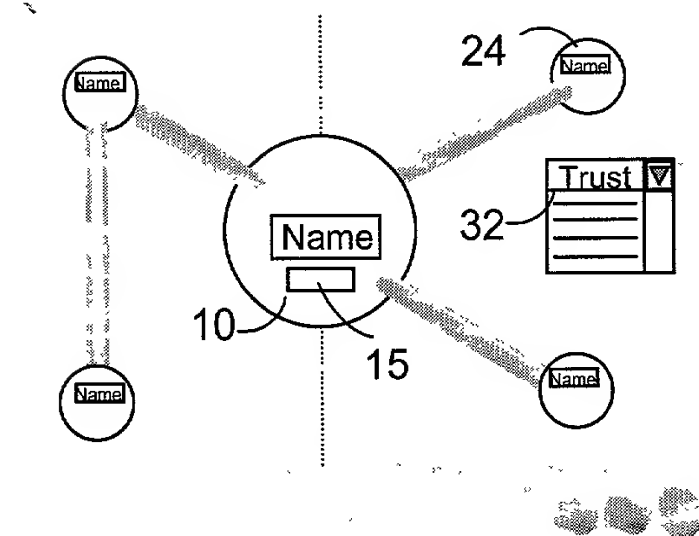


Fig. 6

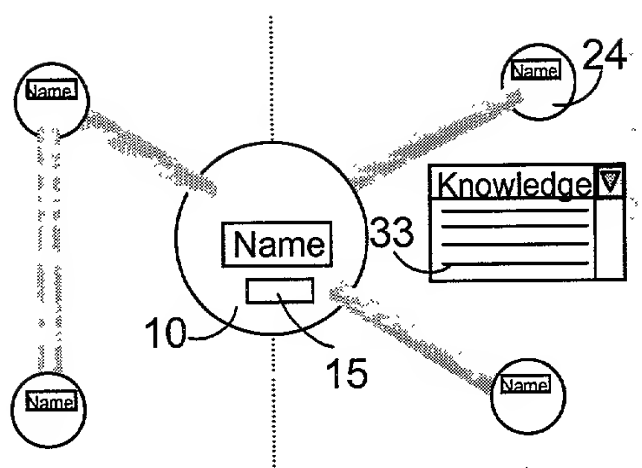


Fig. 7

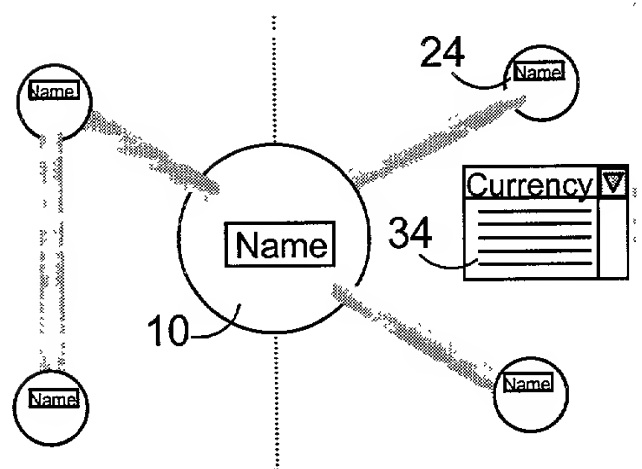


Fig. 8

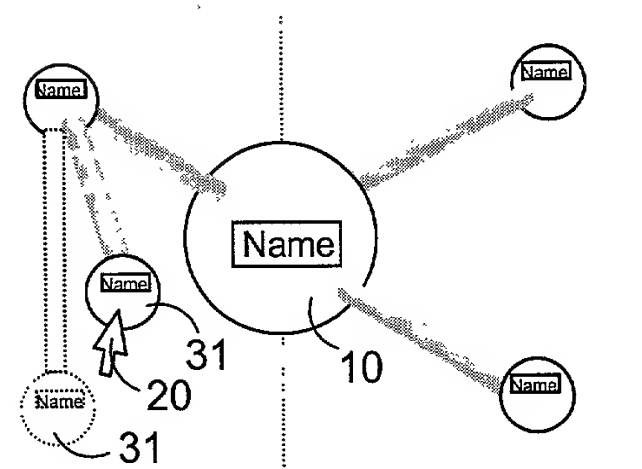


Fig. 9

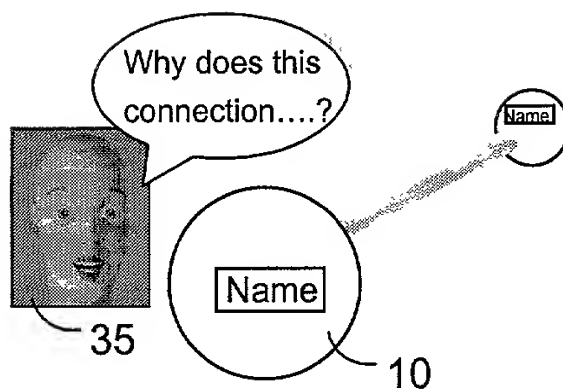


Fig. 10

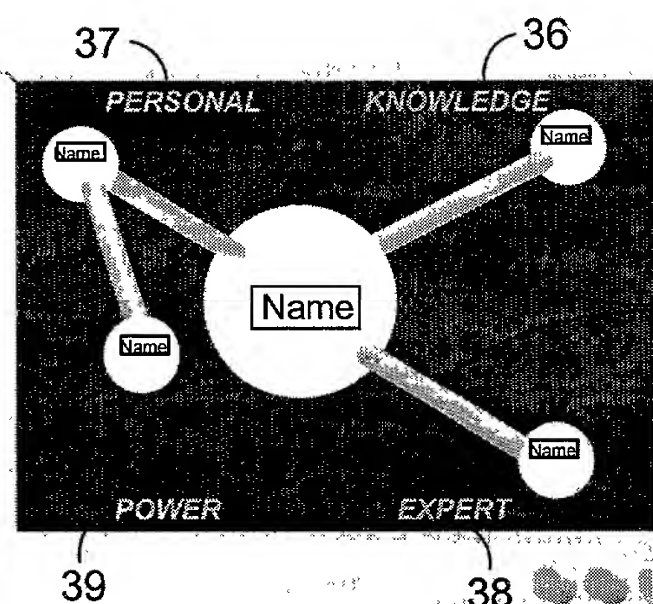


Fig. 11

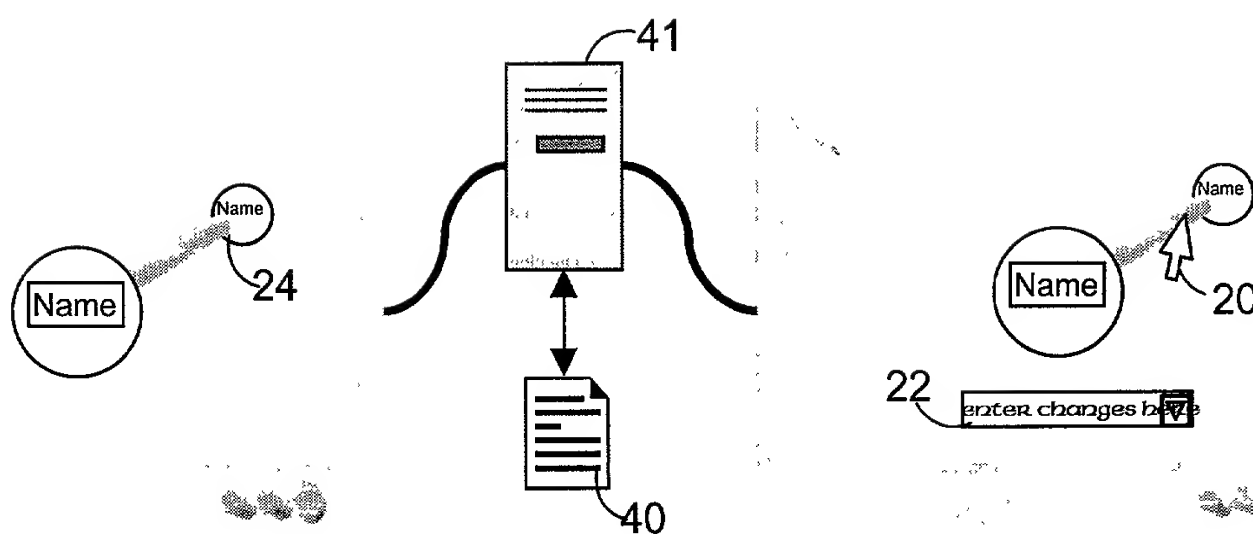


Fig. 12

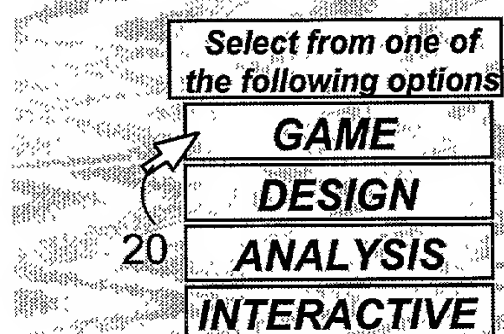


Fig. 13

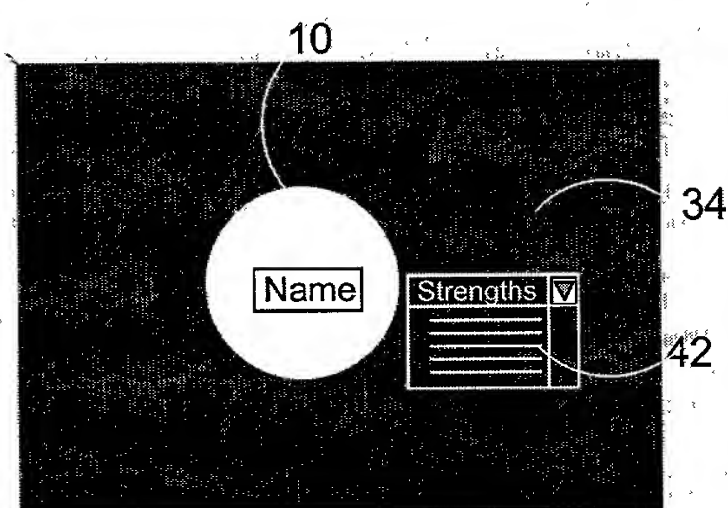


Fig. 14

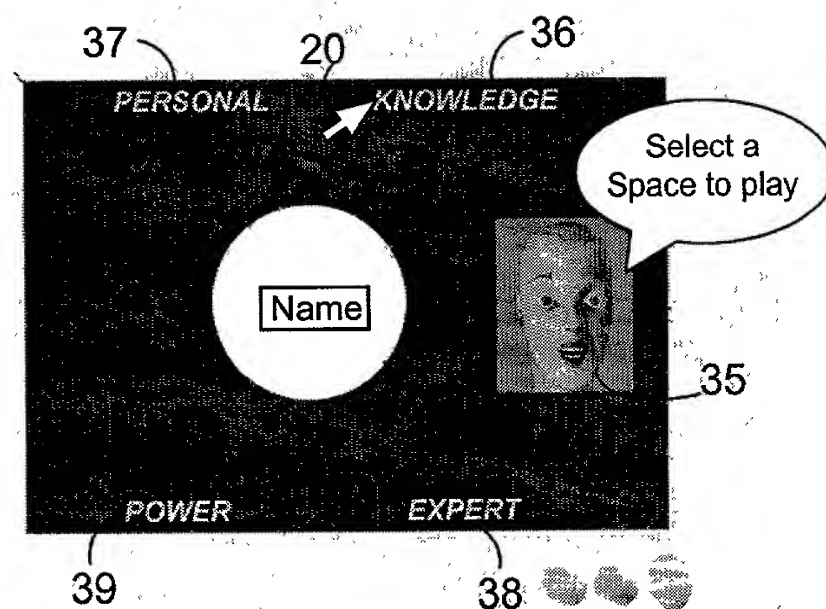


Fig. 15

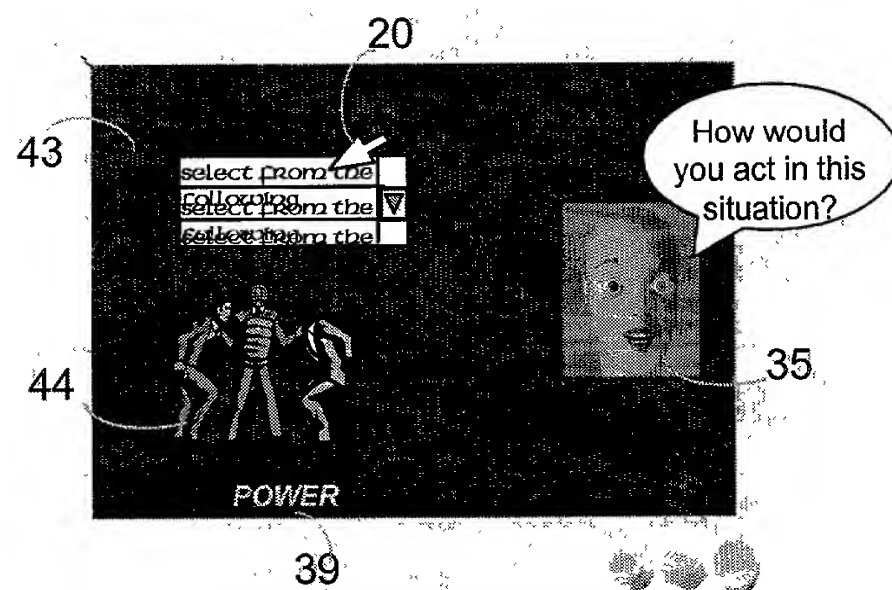


Fig. 16

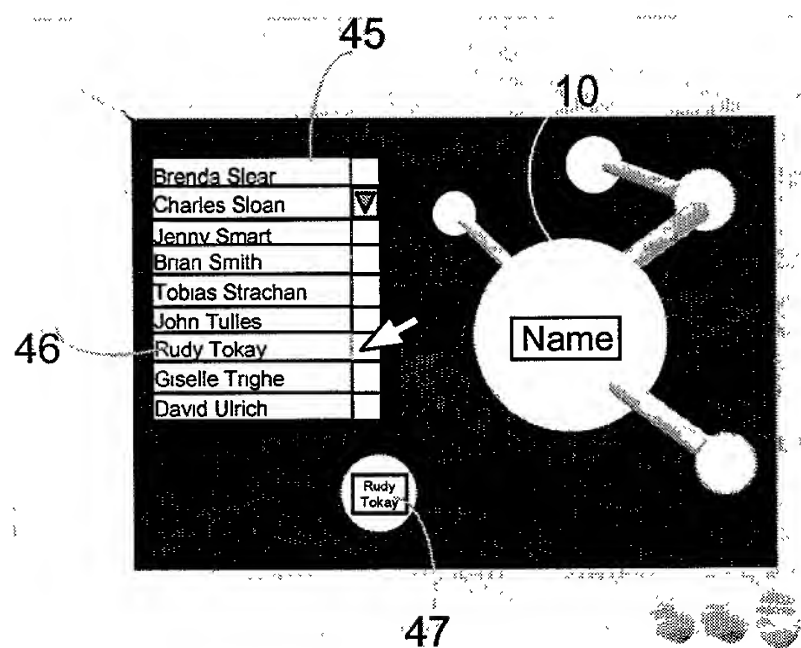
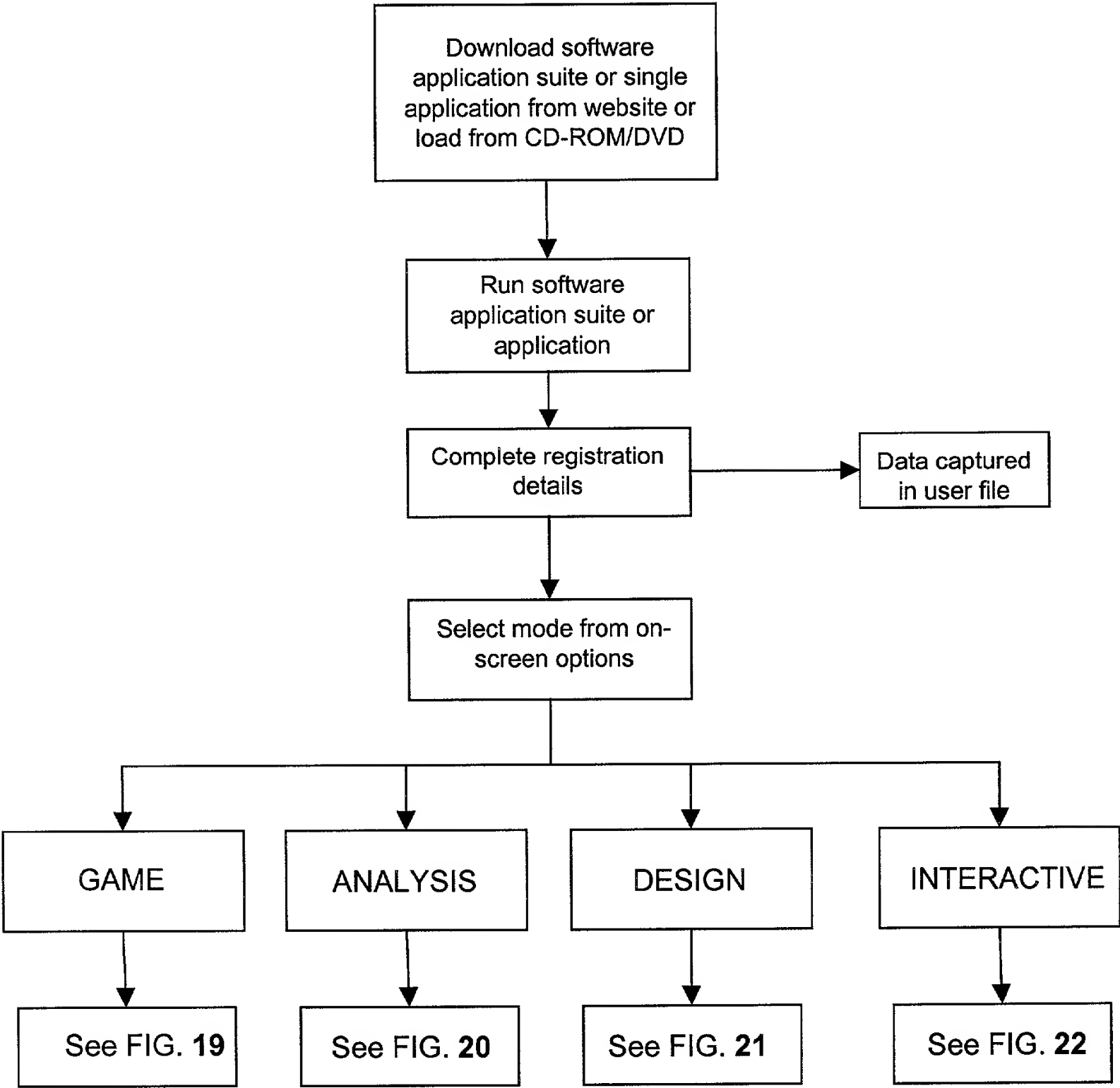


Fig. 17

FIG. 18: Software initiation flowchart



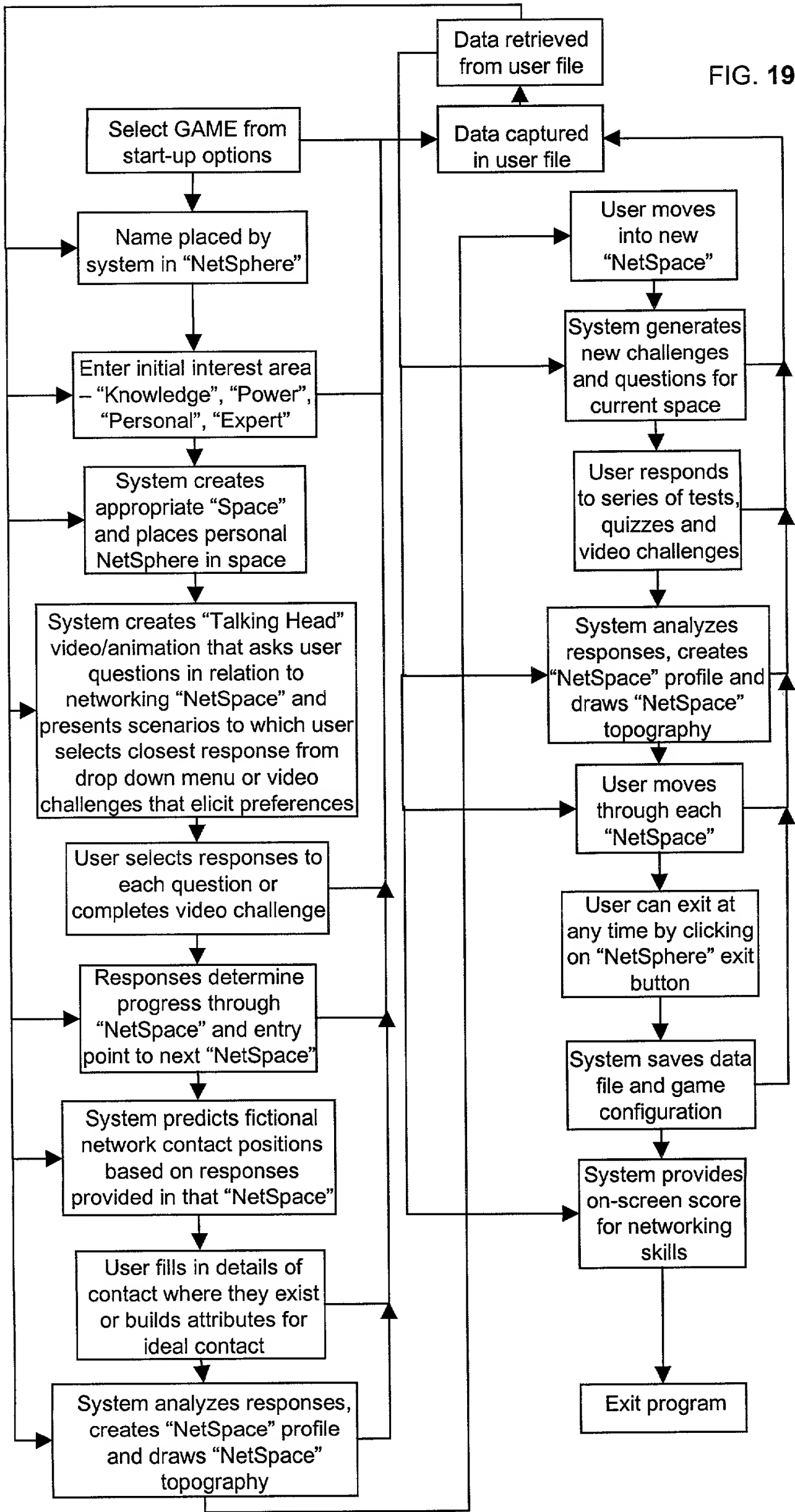


FIG. 19: GAME flowchart



FIG. 20: ANALYSIS flowchart

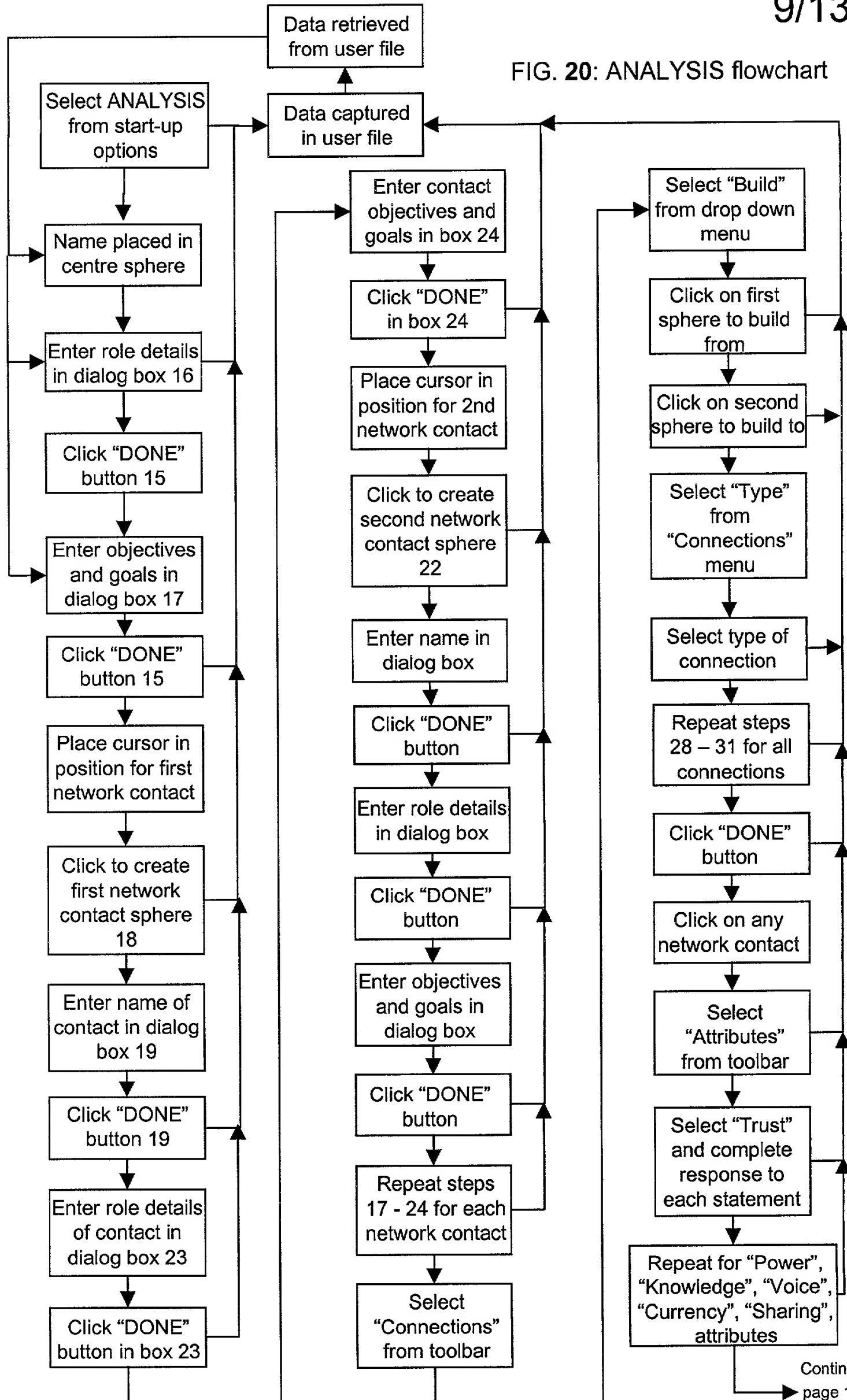
Continued on  
page 10 / 13

FIG. 20: ANALYSIS flowchart

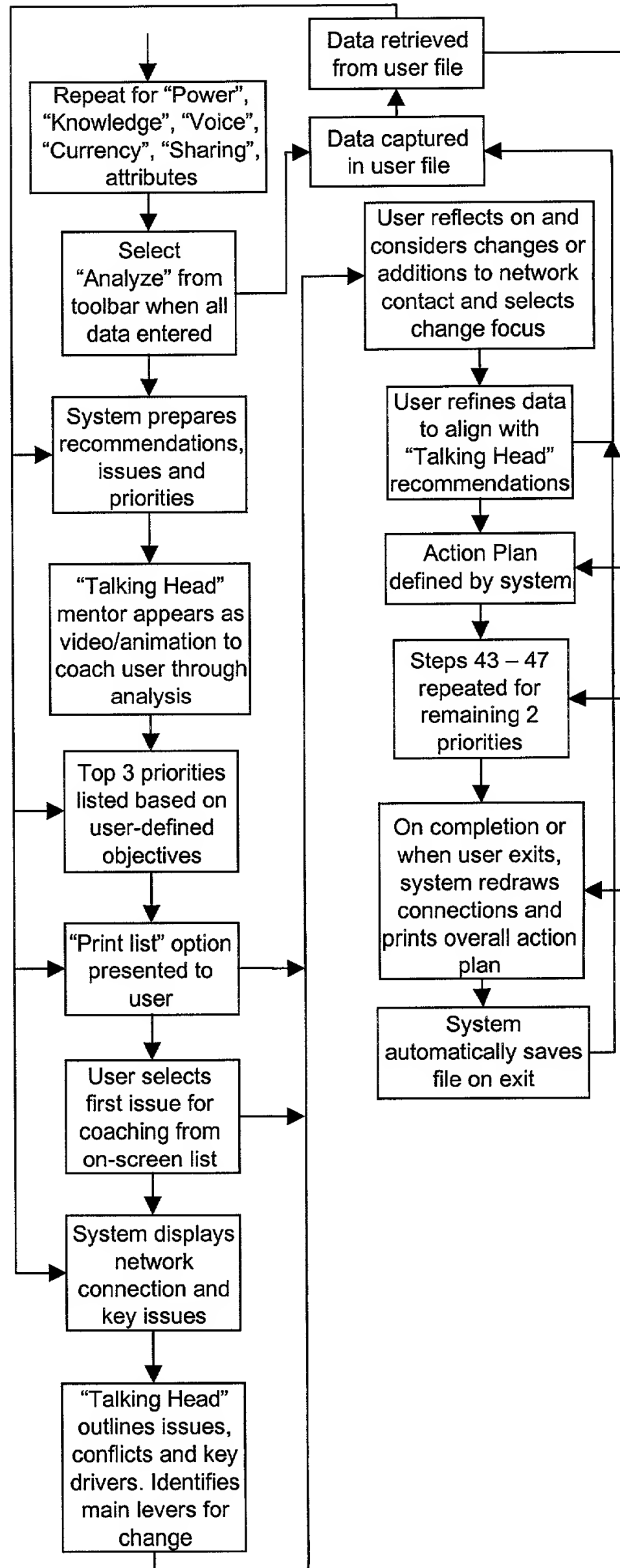
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page 9 / 13)

FIG. 21: DESIGN flowchart

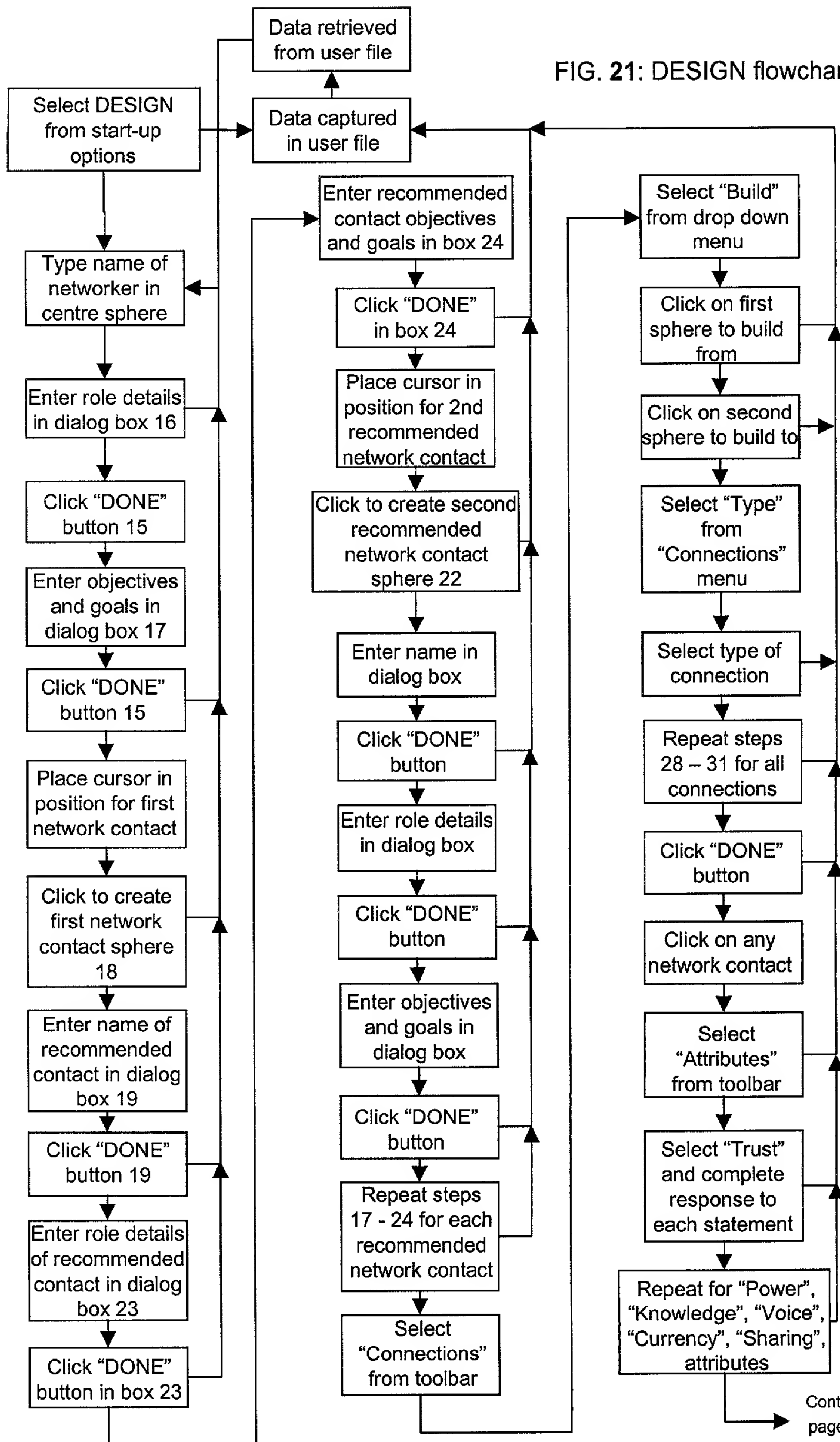
Continued on  
page 12 / 13

FIG. 21: DESIGN flowchart

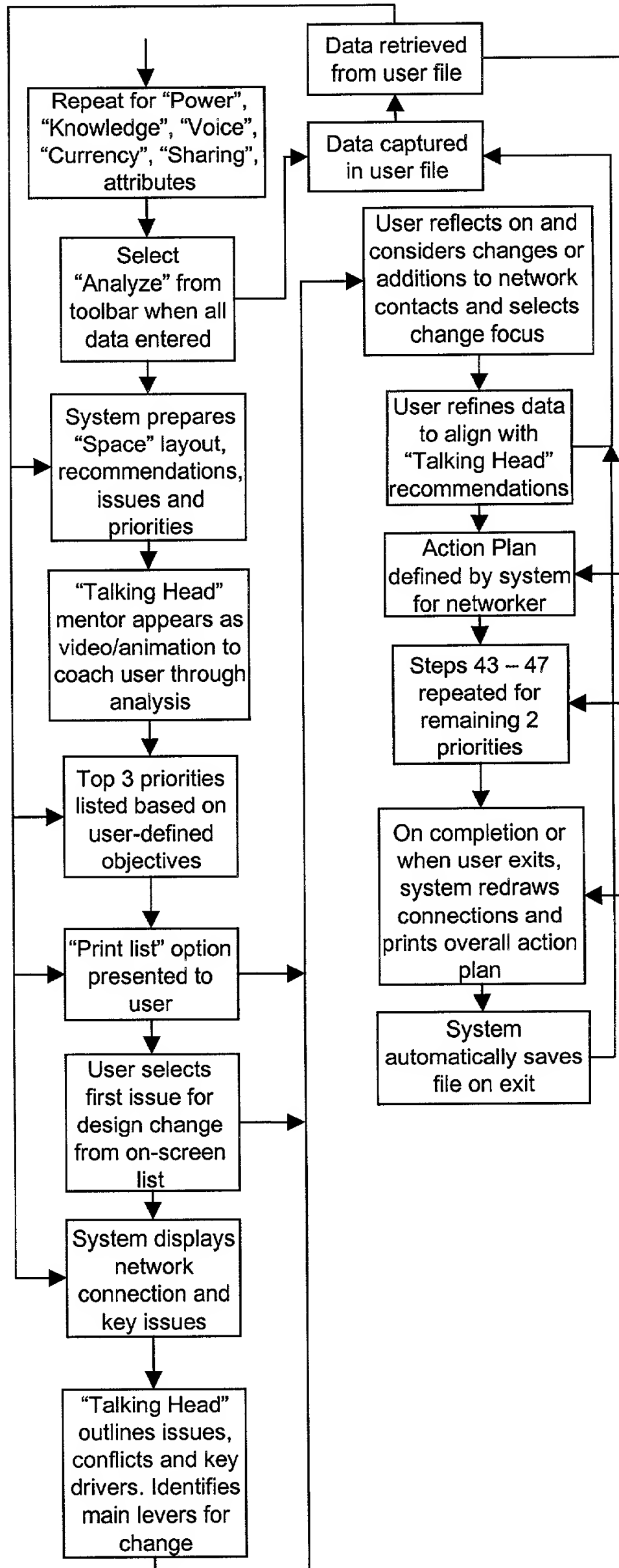
(continued from  
page 11/13)

FIG. 22: INTERACTIVE flowchart

